

palectronic



1986

- Apple I/II
- Commodore 64
- Atari 7800
- Master
- Video
- Movie
- Art

microcomputer

Apple IIgs

Super Wiz, generatore di applicazioni gestionali

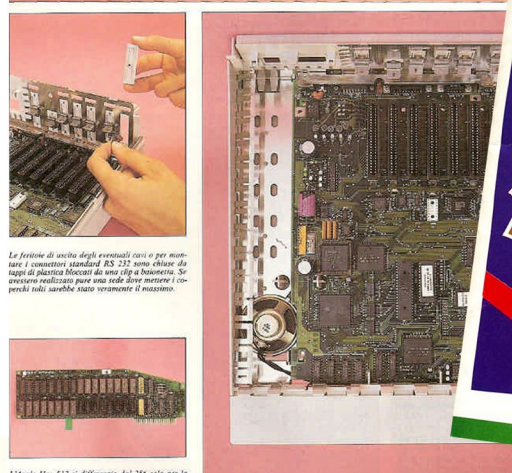
Hercules: la nuova scheda

Medicina: laser & computer

Amiga: Sidelcar, emulatore IBM

Indice Analitico

Epson LX



L'Apple IIgs 512 si differenzia dal 256 solo per la presenza di questa scheda di espansione RAM. Quella in fotografia è stata abbinata a una CPU a 800 KHz. Il prezzo è di 256 K. La memoria espansa fino a 512 K è indispensabile per l'uso del QuickDraw II.

CHRISTMAS ISSUE

Apple2000

THE NATIONAL APPLE USERS GROUP

DECEMBER 1986 VOLUME 10

USING THE IIGS

Merry Christmas and a Happy New Year from all at Apple

Apple U.K. International Country of the Year. The power to succeed.

After suffering a head injury in 1981 plane crash, Apple II engineer Steve Wozniak returned to Apple in 1983 to find the company working on the Iix, a next-generation Apple II. Delays in obtaining prototype CPUs and arguments over project scope would lead the Iix to be cancelled briefly in 1984, but rekindled Apple II sales in the wake of the Iic's introduction revived the project, which became the IIGS.

The Apple IIGS attempted to fill a hole in Apple's line-up between the aging 8-bit Apple II and the premium-priced Macintosh with a hybrid 8/16-bit CPU, enhanced graphics and sound, and 256K of RAM while remaining backward-compatible with the existing library of Apple II software.

However, the machine was quite expensive compared to the Amiga and the Atari ST, and since developers had jumped on those platforms a year earlier, the IIGS struggled to attract third-parties to build software that took advantage of the IIGS's additional features. Odd conventions that stemmed from the 8-bit compatibility such as the lower 128K of memory being "slow RAM" also discouraged the development of advanced IIGS software and the ecosystem suffered. In 1987 the best-selling title on the IIGS was AppleWorks, which capitalized on none of the IIGS's advanced features.

Apple's increasing focus on the Macintosh line would mean the IIGS would be the last computer in the Apple II line; Apple would end IIGS (and all Apple II production) in December of 1992.

So much for "Apple II Forever!"

The New Apple IIGS Personal Computer

Macintosh-like (Graphics and high-performance) sound capabilities mark the leading qualities provided by Apple Computer's new top-end leader of its Apple II family of personal computers. Additionally, it features much more memory capacity and faster processing speed than the Apple IIe and IIc models.



Apple Computer's new model IIGS, expected to be an "Apple II" clone, is about now, is an evolutionary advance in the Apple II line. It adds a machine that provides fast 16-bit processing that the earlier Apple IIe and IIc could master with their 8-bit microprocessors. It addresses considerably more memory, features the Apple Macintosh's graphics and mouse capabilities, and offers enhanced sound capabilities for voice and music.

Among other features noted, the IIGS has more than twice the output expansion slots, better color resolution capability, and a high degree of compatibility with existing Apple software and hardware, and an attached keyboard with numeric keypad. There is an unusually strong commitment by many third-party companies which have made a heavy of hardware and software products designed to take advantage of the new computer's capabilities, and it can be seen that Apple IIc is the a thoroughly new model that has replaced the Apple IIc in the line.

Apple Computer notes that the IIGS isn't intended to make any existing computer in its line obsolete or replace any of them in the marketplace. Whereas the Apple Macintosh's market niche is said to be business markets and universities, the Apple IIe is primarily used at home for educational and entertainment purposes, the IIGS seems to be aimed at the same market that the IIc is rooted in, which is elementary and secondary schools. In fact, a \$499 Apple IIe is said to give it this capability.

As the highest-performing member of the Apple II family, it doesn't come cheap. This is in the IIGS 500 for the basic unit which comes with 256K of RAM.

COMPUTER

The Leading Magazine Of Home, Educational, And Recreation

The MS-DOS Invasion

An in-depth look at the fast-growing IBM PC market—what's happening and why

Take Hi Tech Home For The Holidays!

Available for Apple, Amstrad, Commodore and IBM formats.

laser Strike

challenging player strategy

Apple, Amiga, Commodore 64, PC/PCjr, and ST

Mail Merge

And Word Court

Two productivity

Commodore 64 SpeedScript

Apple Math

Grazing screen

with one program

Frontier 128

A comprehensive column

The MS-DOS Invasion

IBM Compatibles Are Coming Home

Tom R. Hallhill, Staff Editor

tem. Practically any business can afford to computerize at the prices of today's clones. But prices have plunged so far down that a number of customers are buying...

tighter profit margins, hoping to make up the difference in volume. They also rely more heavily on mail order sales, frequently bypassing dealers. Too, the IBM PC is relatively expensive to manufacture due to such features as its metal case and heavy-duty keyboard. Compatibles are generally enclosed in plastic cases, have cheaper keyboards, and their are...

As a result, it's quite easy to acquire a compatible for hundreds of dollars less than a comparably equipped IBM PC. It's even possible to make your own compatible by buying the components and plugging them together. (See the accompanying article, "Cloning Your Own Compatible.") But lower prices aren't the whole story behind the success of the compatibles. Many of them offer advantages in terms of features and performance, too.

Corporation, founded in Houston in 1982. Compaq introduced its first product—a transportable computer that could run all of the popular IBM PC software in 1985. It is called...

compatibility. Although the clones are generally reliable and about 99 percent compatible, there's still a chance that someday the machine could break down or refuse to run a...

Clones On The March

No one knows for sure exactly how many compatibles are ending up in the home, since manufacturers quickly lose track of their machines



The march of the IBM clones continued; after Compaq successfully reverse-engineered the IBM PC (and fended off IBM's army of lawyers), the marketplace quickly opened up to competition from a number of competitors from Amstrad to Tandy. Even Atari would get into the action and release a PC clone, but failed to get any traction in the market.

GET YOUR HANDS ON THE NEW SINCLAIR 128K + 2 BEFORE EVERYBODY ELSE DOES.

MONSTER MEMORY

MONSTER VALUE

£149

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Tandy® Color Computer

Save \$70 on popular Color Computer 3

Just \$129.95. With the advanced Color Computer 3. This powerful computer has a wide range of applications in education, entertainment, graphics and more. It's a gift for the whole family.

Start computing with the Color Computer 3. It's fun and easy to use. You can program in BASIC. Or you can use the instant fun of the Color Computer 3 and its accessories.

Add a monitor for razor-sharp CM-8 high resolution, or 320 x 200 colors, or

Save on a Color Computer disk drive. You can program in BASIC. Or you can use the instant fun of the Color Computer 3 and its accessories.

Come in and see our incredible Radio Shack store.

Tandy® Color Computer 3™

Save \$70 on a gift for the whole family.

A powerful computer for personal productivity, education and family fun—now just \$129.95.

Have a colorful Christmas with the advanced Color Computer 3. This powerful computer is perfect for all kinds of applications: word processing, education, entertainment, programming, graphics and more. It's a gift for the whole family.

Start computing Christmas day. Just attach the Color Computer 3 to your color TV, and you're ready to begin programming in BASIC. Or plug in a Program Pak™ for instant fun and games, personal finance and many other applications. The Color Computer 3 is compatible with software and accessories designed for our popular Color Computer 2.

Add a monitor for advanced graphics. For razor-sharp color graphics, add our CM-8 high-resolution monitor. With the CM-8, you can achieve up to 160 x 192 or 320 x 192 resolution graphics using 16 colors, or 640 x 192 with 4 colors.

Save on a disk drive. To make the Color Computer 3 even more powerful, add a disk drive, now on sale for just \$199.95. You can store over 156,000 characters of programs and data on 5 1/4" diskettes.

Offer ends today! The Color Computer 3 offers uncompromising performance at an incredible sale price.

Radio Shack
The Technology Store
A DIVISION OF TANDY CORPORATION

Sale! Color Disk Drive

Save \$80 when you expand your Color Computer.

Just \$219.95! Turn any Color Computer with Extended BASIC into a complete disk system and store over 156,000 characters of data. The sale-priced FD-502 Color Disk #0 is simply to connect—just plug directly into your Program Pak™ port interface. A disk drive makes programs a breeze to use and programs a breeze to save.

Radio Shack
The Technology Store
A DIVISION OF TANDY CORPORATION

Tandy released an update to its Color Computer 8-bit computer line, the CoCo 3, with 128K of RAM and an enhanced graphical subsystem that provided composite and RGB video outputs, a paged memory management unit that would allow for memory upgrades up to 2MB, text colours, lowercase glyphs and new high resolution modes while keeping compatibility with earlier Color Computer models.

Commodore, meanwhile, released a new low-cost version of its popular 64, the Commodore 64C with a Commodore 128-style case. A smaller version of the 1541 with similar styling would also subsequently be released. The system was functionally identical to the 64 model B initially, but later revisions would replace several chips with lower-power versions, including the infamous SID chip.

The "cost-reduced" 64C included GEOS, a graphical operating system intended to help it compete with newer 16-bit computers. While it was successful in terms of units shipped (because it was packed in with the 64C) its practicality was often disputed. A few dozen applications were produced for it including a version of BASIC, desktop publishing and office applications.

SCIENTISTS AT BERKELEY DISCOVER NEW UNIVERSE.

When we started our company on the west coast, people thought we were a little spaced out. So you can imagine their reactions when we announced we'd discovered a new universe.

People laughed. People scoffed. And they really freaked out when we told them where we'd found it.

Inside a Commodore 64. It's called GEOS. And it turns any Commodore into a powerful PC that holds its own against any computer, no matter what kind of fruit it was named after.

GEOS: The superior intelligence. Of course, we always knew Commodore's. It just possessed superior brains. It just took GEOS to discover them.

You see, GEOS opens your Commodore to a huge universe of applications. Which means that GEOS can do just about anything the expensive PCs can't. Including one thing they can't: Add even more GEOS applications that are being used by thousands of people.

Not twice or three times as fast. But five to seven times faster than normal. Which lets you work through files and documents in a flash.

Every universe comes complete with a desk. The way to keep order in our universe is with the GEOS Desktop. It's just like your desk at home, only just like your office stationery.

The brightest room in your universe.

Sketching and painting with all kinds of colors, textures and patterns.

You can invert, mirror and rotate images. Insert them into your geoWrite documents. And save them in your GEOS Photo Album for use later.

Finding your way through the universe. The most difficult thing about a new universe is finding your way around. But with GEOS, you only need to remember two things: Point and click.

When GEOS offers you options, you just point to your answer and click your mouse or joystick.

You want to draw? Point and click.

You want to write? Point and click.

Fill in that obtuse blank.

Running out of space. With GEOS, that's hardly likely. Because there's endless space in the universe for new applications.

Unfortunately, there's only so much space in this ad.

So zip down to your nearest software dealer. Tell him you want to explore the new universe in your Commodore.

And if he looks at you like you're some kind of alien, well, just tell him Berkeley Software sent you. The name is universally known.

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POPULAR Computing WEEKLY

Only 50p. Vol 5 No 23

June 12-19 1986

New Commodore 64 is launched

Commodore launches the successor to the 64C. Graphic OS could be learned. UK launch expected soon. Full details below next issue.

8 predicted on Popular Computing Weekly. Commodore's launched the successor to the 64C in the UK. It's called the Commodore 64C. It's a smaller version of the 64 model B initially, but later revisions would replace several chips with lower-power versions, including the infamous SID chip.

Commodore UK acting general manager Chris Anderson confirms this. It is an sale one on the state where Commodore is battling in the first point and click case drive system available as low as £250.

Commodore UK is expected to launch the machine in the next few weeks, although nobody won't confirm about dates. It will be launched in this country, he affirmed, but added that he didn't want to give dates until around the end of the year. However, that the new machine would replace the 64, and although he will clarify later, he will clarify the 64A price first.

Continued on page 6

NEWS new 64 -
instead's US
from CES in

IN THIS WEEK'S ISSUE COLOUR FEATURE

The Black Cauldron on the Atari 520ST - see page 16
LANGUAGES
More about Pascal on page 22
HARDWARE
Want to use ROM software on your Amstrad? See our Rambo board review on page 11
PLUS... more music news in Mark Jenkins' Soundcheck

Unisoft aid
Microsoft of against one another.
Without, however, it is not clear to us as the floppy disc versions of the machine are produced, because it requires a hard disc. America will be producing a hard disc version of the PC. But hasn't yet provided on the hard disc.

The company has, however, seen the need for a version of the Amstrad 520ST. It's a machine that can do anything a PC can do, and although it's not a PC, it's not a PC. It's a machine that can do anything a PC can do, and although it's not a PC, it's not a PC.

For further details write to: Unisoft, 10000 Wilshire Blvd, Suite 1000, Culver City, CA 90230.

THE UNIVERSE IS EXPANDED

Well, we told you it wouldn't be long until the first GEOS applications were ready. And these are just the first. The number of satellites in the GEOS universe is infinite.

Judge Font Pack on looks alone. Let's face it. People judge your work not only by what it says, but how it looks.

Fontpack!
TWENTY NEW FONTS FOR USE WITH GEOS

Mykonos
Durant
Léonard
Leonte
Evans
Durant

Harmon
Brennens
Tolman
SOK
SOK
SOK

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Tolman
SOK
SOK
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New 64 is launched

Unisoft aid

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Conference to consider QL
A QL Conference for high-end computers will be held in London. The machine to be discussed is the QL. It's a machine that can do anything a PC can do, and although it's not a PC, it's not a PC.

Peek and Poke
The Spectrum screen reader purchased from the UK. It's a machine that can do anything a PC can do, and although it's not a PC, it's not a PC.

The Atari 7800 game system brings home arcade-quality graphics and controls

- ✓ Handles high-resolution 7800 Super Series cartridges, and plays all 2600-series cartridges
- ✓ 2 Pro-Line joystick controllers for responsive action
- ✓ Includes Pole Position II game cartridge

\$89⁹⁹



ATARI 7800 PRO LINE VIDEO COMPUTER SYSTEM



The first new console from Atari since Jack Tramiel bought the company in 1984, the Atari 7800 was developed by outside manufacturer General Computer Corporation in 1983 but languished in legal limbo while Tramiel argued with Atari Inc. over who needed to pay GCC for development costs. Tramiel would eventually relent, and the 7800 would be released in 1986 with a small number of classic arcade titles. However, with little outside developer interest and limited internal efforts to develop new titles, the 7800s software library would remain small, with under 60 games released during its 6-year lifetime. Despite these challenges, the 7800 would sell 3.5 million units before being discontinued in 1992.

At yourself go...
 Atari 7800 VIDEO GAME CARTRIDGE
ACE OF ACES
 by Accolade

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 Made in China CX7846 CA400067-046



Launched a year earlier in Japan as the Sega Mark III, the Sega Master System was redesigned and launched in the North American market in 1986. The Master System had games on both cartridges and lower-capacity "Sega Cards", and was marketed as a direct competitor to the Nintendo Entertainment System (which we will cover during its heyday in 1988, due to space constraints.) It wouldn't compete well with the NES globally, but found wild success in Brazil, where it is still popular today, making it the world's longest-lived console!



PSYCHO FOX
 You're Psycho Fox, the wily wizard of disguise. Leap and twist your way to the goal as you outsmart your enemies and collect a fortune.



GOLDEN AXE
 A sword-swinging romp with fiery dragons, amazing Amazons and elusive magic! Go face to skull with skeleton buccaners in cliff-edge combat! It's barbaric!



DEAD ANGLE
 Blast wall-to-wall gangsters in this inner-city shootout. Step into the

Sega games
 A huge range, including Space Harrier, Wonder Boy, from **\$14.95** each

Sega Light Phaser
 For use with Master System. Test your marksmanship, firing with light. Includes free game. **\$44.95**

The Sega Master System
 Complete and ready to use - just plug into the TV. Includes games console, 2 control pads, 3 built-in mystery game. **\$99.95** plus a FREE copy of the hit game "Hang On!"

GET INTO OUR GREAT RANGE OF GAMES THIS CHRISTMAS

Woolworths has got more video games than your average arcade, plus a huge choice of computer games too. So now you can enjoy an action packed Christmas in the comfort of your own home.

All games available on Spectrum, Commodore and Amstrad.

Elite Collection computer games set. Contains 8 games. **\$14.95**

Game, Set and Match computer games set. Contains 10 games. **£12.95**

Solid Gold computer games set. Contains 5 games. **£9.99**

WOOLWORTHS is Christmas

TOYS 'R US

SEGA

SEGA MASTER SYSTEM/Power Base

Cartridge Input, Reset, Pause, Control 1, Control 2, TV Power, Card Input

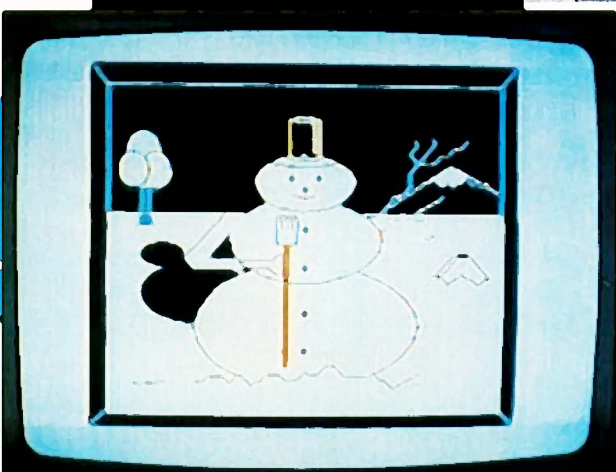
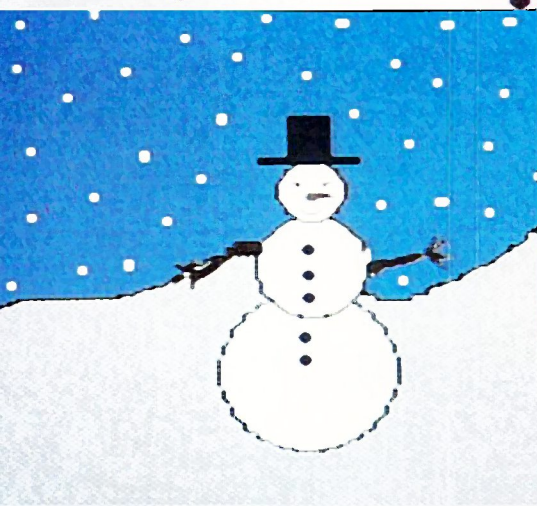
SEGA Light Phaser

SEGA Master System

SEGA Games: Psycho Fox, Shinobi, Phantasy Star, Golden Axe, Dead Angle, Wonder Boy, Space Harrier, Hang On!

Creating Christmas drawings using newly received computers was a popular mid-1980s pastime. Here's a selection of graphics created by readers of computer magazines from the period.

Creators included Marcy Willbrandt, Daryl Maksymec, Michael Mikottis, Santy Steele, Pamela and Richard Winters, Aaron Brannigan, Becky F. Matthews and J. D. German.





This is the game you've all been snapping up...

THE ULTIMATE ROLE PLAYING FANTASY GAME

Enter the world of mystery and combat. Travel the path of food that replenishes your health. Your way is barred by an array of monsters and legions of enemy beings but it's not your only foe in the quest for food, treasure and magic potions - your fellow players compete in search of the same booty.

Observe the 88 traps and combat the deadly accurate and unblockable spear warden like a formidable foe.

Merlin the Wizard, mystical and awe-inspiring, is the power of his magic is unrivaled.

U.S. GOLD

TAPE CBM 64/128, Amstrad, Atari, MSX £9.99
 Spectrum £8.99

DISK CBM 64/128, Amstrad, Atari £14.99
 Amiga/Atari ST/IBM £24.99

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 3563388

be found in each maze. Players will especially like the additional game play objective of Gauntlet II's Secret Rooms.

By completing a special secret trick a player is allowed to enter the Secret Room (the other players in the game are temporarily suspended from play). If he completes the task he is given, the player is rewarded with a large bonus score as well as permanent potions and food.

All of the original Gauntlet opponents remain with the addition of many new creatures. Among the newest adversaries is the Dragon. The fire-breathing dragon is found guarding the exit to the maze and requires several direct hits to overcome. By slaying the Dragon players are rewarded with a permanent potion and a bag of treasure. At the start of the next maze there will be a hint on how to find the Secret Room.

Players will find several new potions to collect as well as all of the original potions. Experience will tell the player which potions provide the greatest advantage; some potions may be beneficial depending on the situation.

In Gauntlet II a player can now choose his favorite original Gauntlet character even if that hero already is in play. The four characters are colour coded as there

CLONES

Gauntlet has spawned many imitators in the arcades and on computer. Mastertron's budget offering is Storm - a two player game out on the Spectrum and Amstrad and on its way for the 64 A+C+VG HIT on both formats already, this budget offering has, well, gone down a storm. Then there's Firebird's Druid - out now on the 64 with other versions to follow. Another two player game this features all the elements of the arcade original. Closest to the original is Dandy from Electric Dreams. Programmed by the Ram Jam Corporation this game was licensed from the programmer of the Atari original. Only Druid has similar scrolling similar to the arcade version.

Storm and Dandy simply flip from screen to screen. Of the three Druid will probably give Gauntlet a run for its money in the chart battle this Christmas. But so far we've only seen the Spectrum version.

Up at US Gold they've got the Amstrad, 64 Atari 8-bit and ST versions on line. So it's seconds out for the battle of the century and may the best barbarian, warrior, valkyrie or wizard win!

THE PROGRAMMERS

THE FOUR GAUNTLETIERS

Bill Allen
 Age: 32
 Machines: Graphics all systems.
 Other games: Barry McGuigan's Boat.
 Favorite TV prog: Motor sports.
 Favorite drink: Bushmill's Old Peat.
 Favorite game: Asterix/El Flamer.
 Pet hates: Incompatible Sinclair + 2 period cars.

Kevin Bulmer

Age: 32
 Machines: Graphics all machines.
 Other games: Pacific.
 Favorite TV prog: Chess.
 Favorite drink: Cider (Bulmer's of course!).
 Favorite game: Star Raiders.
 Pet hate: Cautions.

Easy Porter

Age: 32
 Machines: Spectrum, Amstrad, MSX.
 Other games: Pacific, McQuigan's Boat, The Ladder.
 Favorite drink: Bushmill's Old Peat.
 Favorite TV prog: Flashy Town.
 Favorite game: Icehockey.
 Pet hate: Over sized programs.

Rob Armer

Age: 34
 Machines: Amstrad, MSX.
 Other games: Pacific.
 Favorite TV prog: The Fish and Home.
 Favorite drink: Stella Artois.
 Favorite game: Asterix/El Flamer.
 Pet hate: MSX/68000 processors.



Another classic... Atari coin-op hits the 64! ZZAP 64*

XEVIOUS

U.S. GOLD

Commodore 64 £9.99 £14.99
 Spectrum 48K £7.99
 Amstrad £9.99 £14.99

ATARI

*Published and programmed and designed by Namco Ltd. Manufactured and licensed by U.S. Gold, 233 Holford Way, Holford, Birmingham B6 7AX.

"Blockbuster" 1985 arcade game Gauntlet let saw re-lease on a number of computing platforms in 1986. The first arcade-style "dungeon-crawler" game, Atari Games (then owned by Namco) would sell close to 8000 arcade cabinets. The Spectrum version was that platform's highest selling game of 1986.

Xevious, 1942 and Ikari Warriors were some of the other arcade titles to come available on computing platforms in 1986. Many teenage home-computer users were also frequent visitors to their local arcade, and they provided a ready market for computer software developers looking to cash in on the latest craze.

Similarly, versions of 1984s Marble Madness began to appear on computing platforms, however they were met with a mixed reception. The original game used a trackball and joystick control was just not the same. Also the 3D-style graphics were extremely poor on some versions.

GO AHEAD - LOSE YOUR MARBLES

MARBLE MADNESS

The Arcade Classic is HERE!!
 The game that drove you crazy in the arcades is coming home

1942

IKARI

Warrior's

U.S. GOLD

Commodore 64 £9.99 £14.99
 Spectrum 48K £7.99
 Amstrad £9.99 £14.99

ATARI

REVIEW

MARBLE MADNESS

amongst the best that I have seen in a long time. They capture the Arcade game perfectly, what took a 68010 processor with half a megabyte of memory in the arcades can now be yours on a £200 micro. The game is based on rolling a marble down an isometric 3D landscape that has hills, valleys, narrows, etc. If you miss them though, it's back to the start.

Mike B jacket

Marble Madness is a unique game in the world as it completely encompasses the joys and frustrations of a classic arcade game in a home setting. It's not just the graphics that are first class, but the sound effects when you start to lose are also top notch.

Go Ahead, Lose Your Marbles...

MARBLE MADNESS

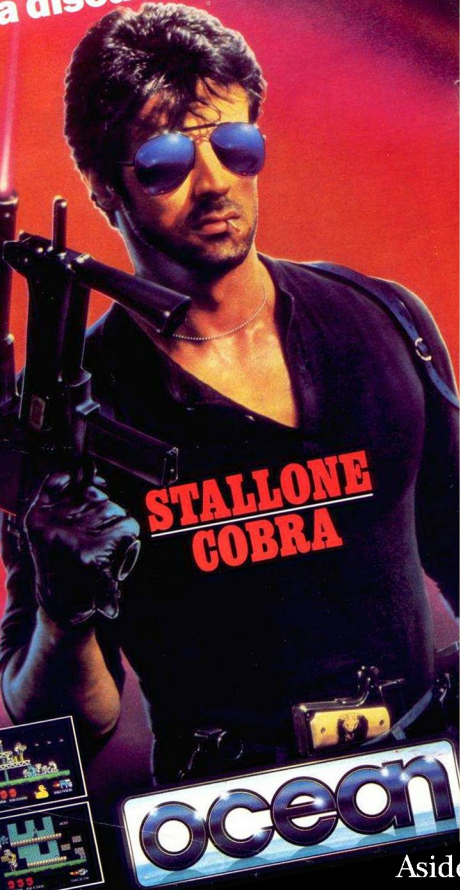
is Here!!!

The game that drove you crazy at the arcades now comes home. Same exciting gameplay, same blow-away graphics, sounds and music. We've

A unique game experience that's crazy fun for everyone. Two players race to the goal line, or one player races against the clock. It's sports

U.S. GOLD

Now on C64 Disk £14.95 AMIGA £29.95



JUDGE DREDD

Mega City 1 lives on the edge of disaster. Only the constant vigilance of its Judges can hold back the wave of crime which threatens to engulf and destroy the city. You are the law!

C64 £9.95
SPECTRUM £8.95



from **MELBOURNE HOUSE**
The Home of the Hits!



Top Gun puts you in the fighter pilot's seat of an F-14 Tomcat. Vector graphics and a split screen allow 1 or 2 players to play head to head, or against the computer.

£7.95
SPECTRUM

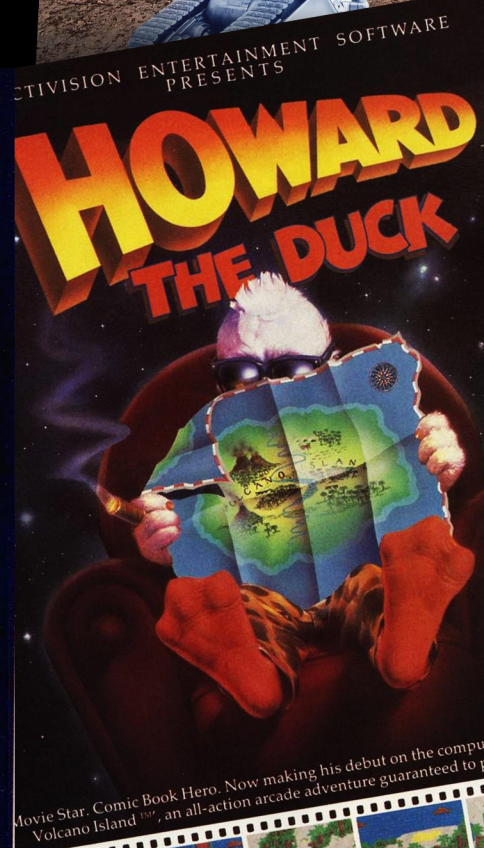
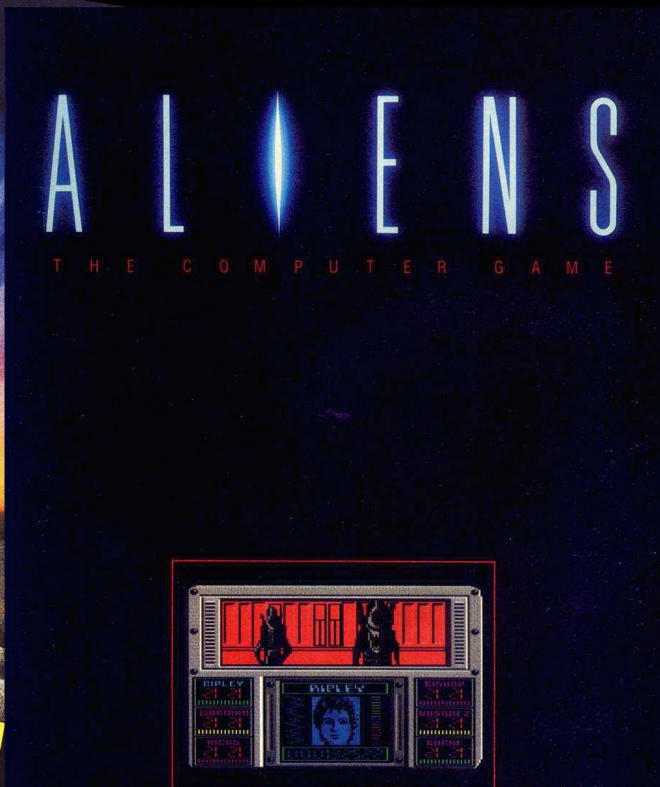
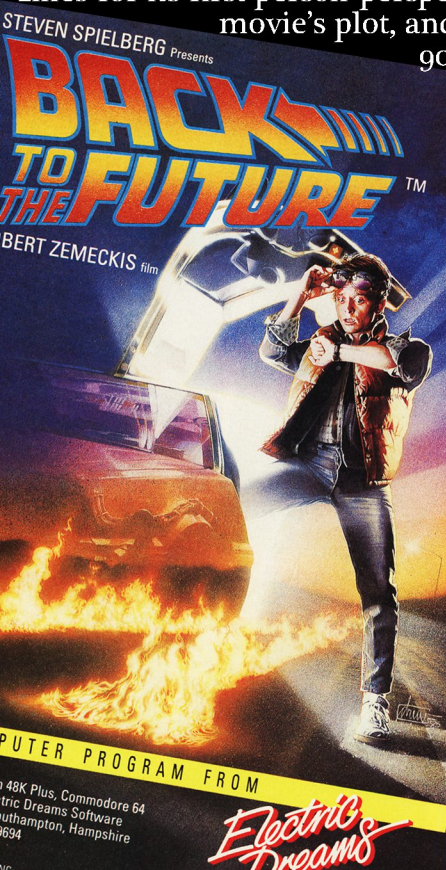
Ocean Software Ltd., 6 Central Square, Southampton, Hampshire

Your armaments in this nerve tingling aerial duel are heat seeking missiles and a 20mm rapid fire cannon. Can you feel the force? Top Gun mavericks! Enter the danger zone.

Aside from cashing in on arcade hits, home computer and console developers also found a market in making games based on Hollywood blockbusters, and studios were eager to license their properties. While a few of these were good, most were bad and some were truly terrible. For example, magazine ZZap!64 gave Ocean's **Cobra** a dismal 13% rating, while Crash gave Melbourne House's **Judge Dredd** a mediocre 42%, with readers calling it "boring" and "waste of a great character". Electric Dreams' (established in 1985 and seemingly having itself stolen its name from a movie) game based on **Back to the Future** averaged 4/10 in reviews, praised for its novel concepts but panned for its repetitive gameplay, meanwhile Activision's **Howard the Duck** was praised for its gameplay, but largely disliked for the movie upon which it was based.

An experimental military robot is struck by lightning and gains sentience in the 1986 film **Short Circuit**, starring Ally Shee-dy and Steve Guttenberg. The robot escapes, and while developing its intelligence, dubs itself "Number 5" since it was the fifth prototype. When the robot is recaptured, its creators plan to disassemble it, but afraid to die, the robot flees.

The only "winners" were **Aliens: The Computer Game**, which earned ratings between 80 and 100% in most magazines for its first-person perspective and faithfulness to the movie's plot, and **Top Gun** which Crash gave 90% for its head-to-head mode.





a HUGE
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to all of our
Kickstarter
backers!



Thanks to you,

paleotronic
is coming...

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Compute! December 1986

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Thank You!

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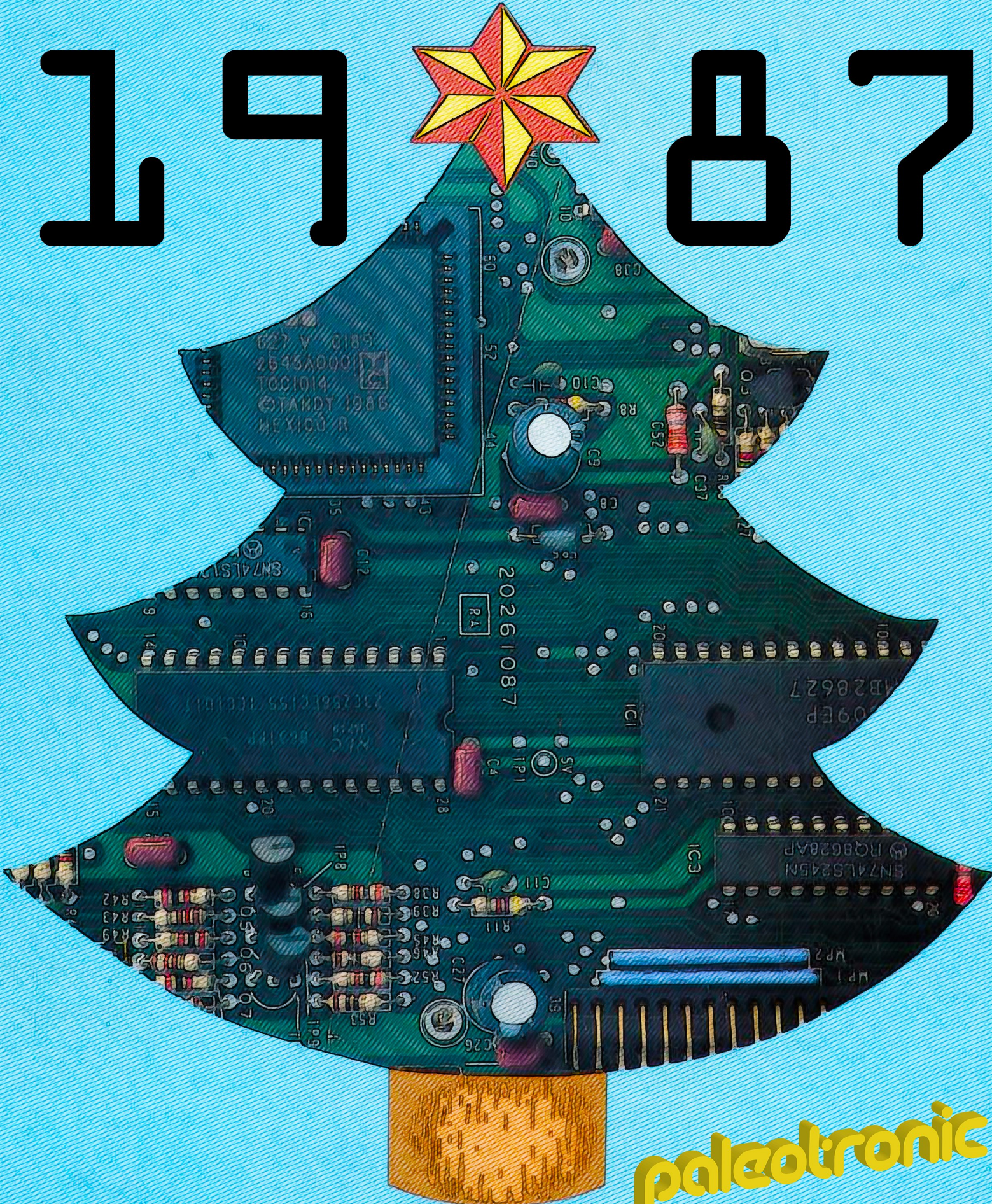
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